R E V O L U T I O N
G   A   M   E   S

Latest News

Effective 7/1/2021 due to changes in the European Union VAT rules, we will no longer be able to ship to the EU. Our EU customers will still be able to buy our games at their local retailers.
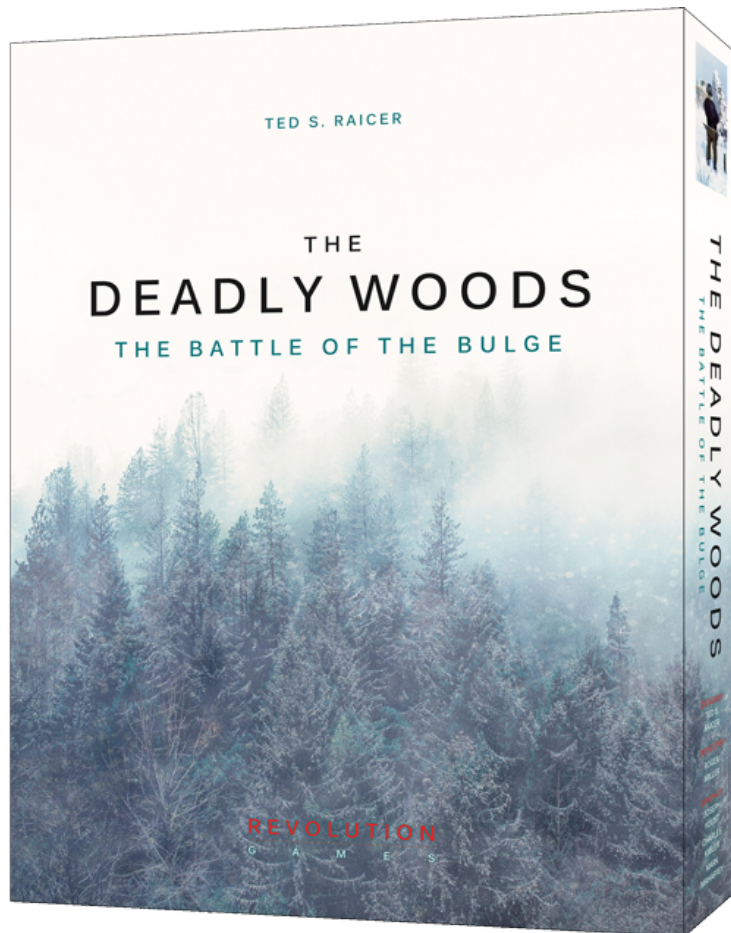
The Deadly Woods: The Battle of the Bulge
Designed by Ted Raicer

In December 1944 Hitler launched a massive offensive against the weakly held Ardennes forest section of the Allied front in Belgium. Achieving complete surprise, the Germans nevertheless faced tough resistance from the battle's opening days, and the offensive was virtually over 10 days after it began. Their followed a bloody Allied counterattack which gradually erased the bulge the Germans had created in the Allied line.

But you probably know all that. Yet another Battle of the Bulge game? Why yes. But one with a different approach. Specifically, award-winning designer Ted S. Raicer has taken a modified version of the chit pull system pioneered in GMT's The Dark Valley: The East Front 1941-45 and brought it west for an exciting new take on this classic wargame subject.

The scale of the map (which takes up about 2/3rds of a standard 22" by 34" map sheet, the rest given to tracks, charts and tables) is at 3 miles to the hex. Allied units are mostly regiments and brigades, ,with most German armor and infantry divisions divided into two kampfgruppen (battle groups), German artillery, Greif commando teams, infantry trucks, and the Von der Heydte paratroop unit are included as Asset markers, as are Allied artillery, scratch units, and engineers.

The game runs from December 16 1944 to January 16 1945 when the Allies reunited their divided front by recapturing the key town of Houffalize. Each turn through December 31st equals 2 days and the turns in January are three days long. The full campaign lasts thirteen turns while a scenario for just the German

Counter Sheet 1 - Click for larger image

Counter Sheet 2 - Click for larger image

Components
22x34" game map
11x22" setup map
1 1/2 x 5/8" countersheets
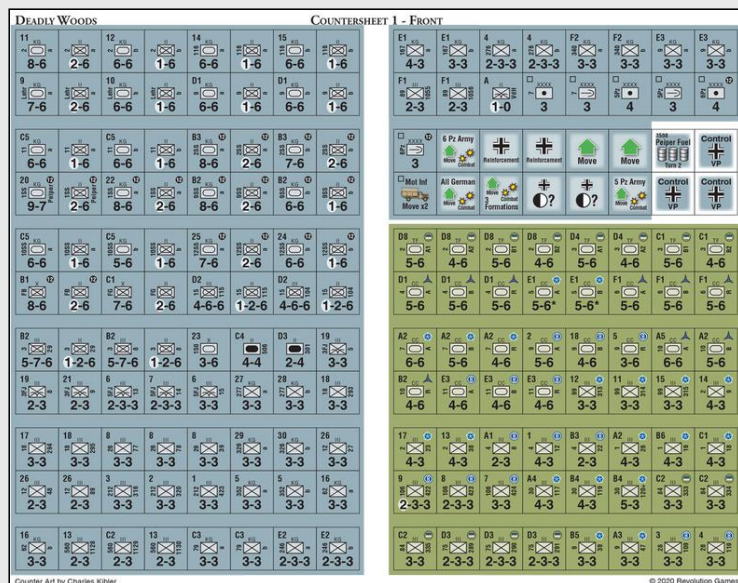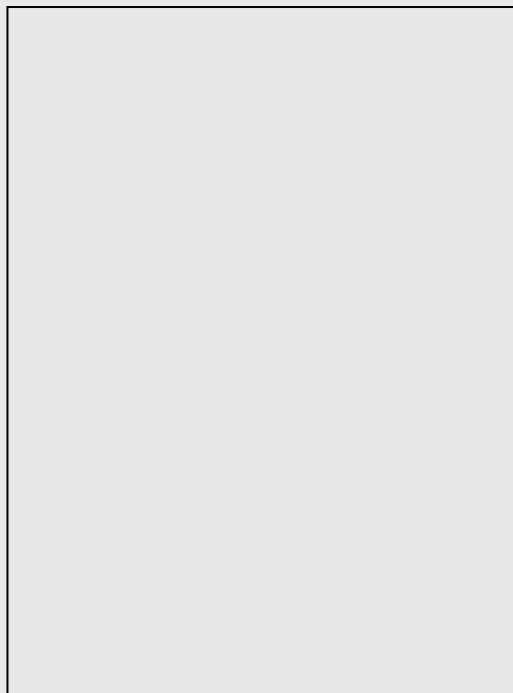
offensive is six turns long. But with The Deadly Woods chit system and its multiple Action Rounds, a lot can happen in only six turns.

Each side gets a number of Action Chits each turn, which vary both in number and type. These include multiple Reinforcement chits which determine the arrival Round (but not Turn) of Allied and German reinforcements. There are German Logistics Chits which introduce historical supply effects. There are Movement or Combat chits which allow a player to choose. There are also Movement chits and Combat chits which limit the Active Player to the capability listed on the chit. And there are special chits, such as the German 5th Panzer and Allied Patton chits that allow some combination of Movement and Combat.

After the Initiative Player chooses the first chit played, the remaining chits are drawn randomly from a cup. A player may draw up to two consecutive chits and then enemy player must get the next chit.

Armor is severely limited in moving through other units along roads and bridges and at projecting ZOC into woods terrain. Combat may result in losses, retreats, or stalemate.

Each turn should take roughly an hour for players who know the rules. The German Player can win an instant victory by exiting units off the north map edge west of the Meuse or by holding 5 objectives at the end of a turn. Otherwise the game is won on geographic Victory Points. (The Germans also gets Victory Points for crossing the Meuse in supply, even if they are forced back across the river, so he has a reason to push even when the arrival of the British makes an Instant Victory impossible.)

So another Bulge game, but one with the historical action and decisions of games with a much bigger footprint and playing time. And with a unique take on the chaos and friction of the battle that makes it a great choice for solo play. Even if you are bulged out, you'll want The Deadly Woods in your collection!

Latest Errata
Download the Updated Player Aid 2 Here
Download PDF rules HERE
Example of play   Vassal Module
Player created turn reminders reference

Boxed Edition

$68

Ziploc Edition

Rulebook
Player aids
Game box or ziploc

Order Now

$53

Map Art- Click for larger image

★ RETURN TO THE ROCK ●
CORREGIDOR 1945

DESIGNER
MICHAEL RINELLA

DEVELOPER
ROGER MILLER

GRAPHICS
CHARLES KIBLER

COVER DESIGN
RICHARD HANDEWITH

TAKE AIM
DESIGNS

REVOLUTION
G   A   M   E   S

Map Art (Click for larger image)

Ziploc Edition
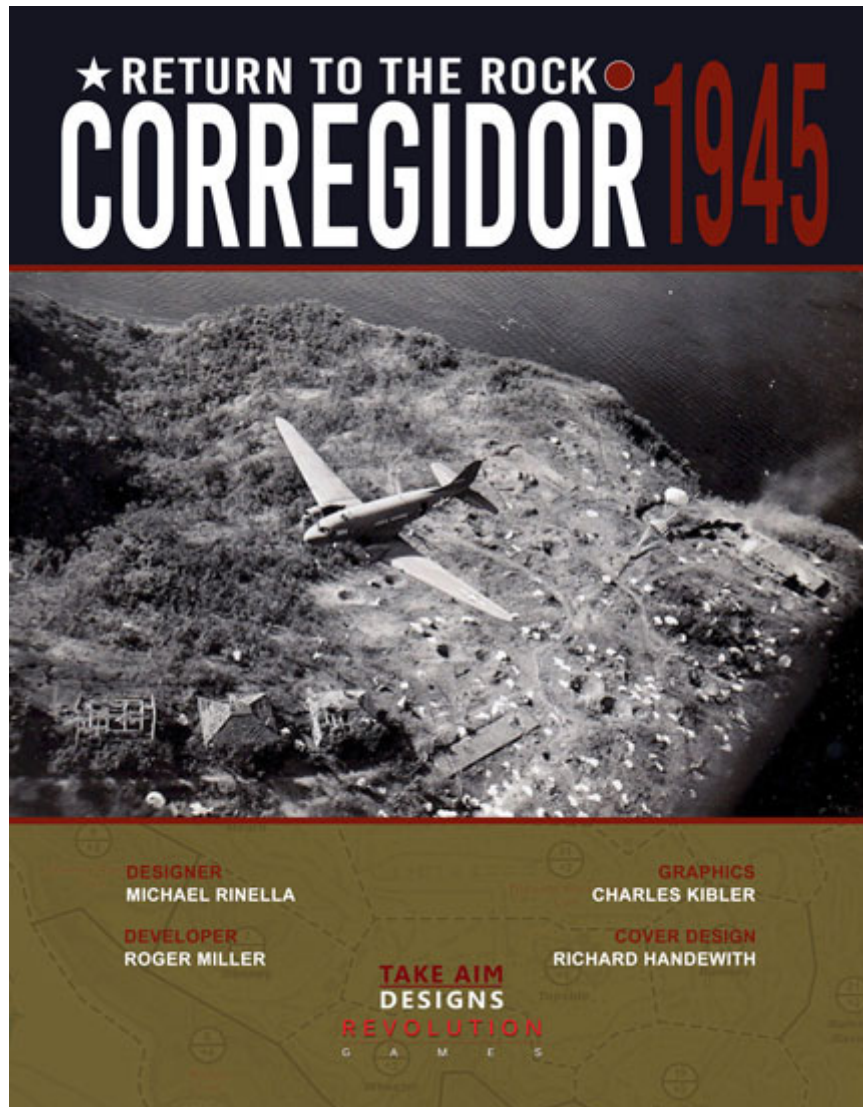
Get Vassal module here

$33

Buy Now

"*I see that the old flagpole still stands. Have your troops hoist the colors to its peak and let no enemy ever again haul it down.*" General Douglas MacArthur

The fortress island of Corregidor was the last portion of the American-controlled Philippines to fall to the Japanese in the opening months of the war in the Pacific in 1942. As the island was located in the entrance of Manila Bay, and because the island held considerable symbolic value, General MacArthur demanded its recapture when American forces returned to the Philippines in 1945. A combined amphibious and airborne assault—among the most difficult of modern military maneuvers—would be employed. American intelligence estimated some 600 defenders on the island. In truth there were more than 6,000.

RETURN TO THE ROCK: CORREGIDOR, 1945 is a two-player game simulating Operation Topside, the American invasion of the Japanese-held island of Corregidor in the Philippines between February 16 and February 22, 1945. One player commands the attacking American forces and the other player commands the defending Japanese forces.
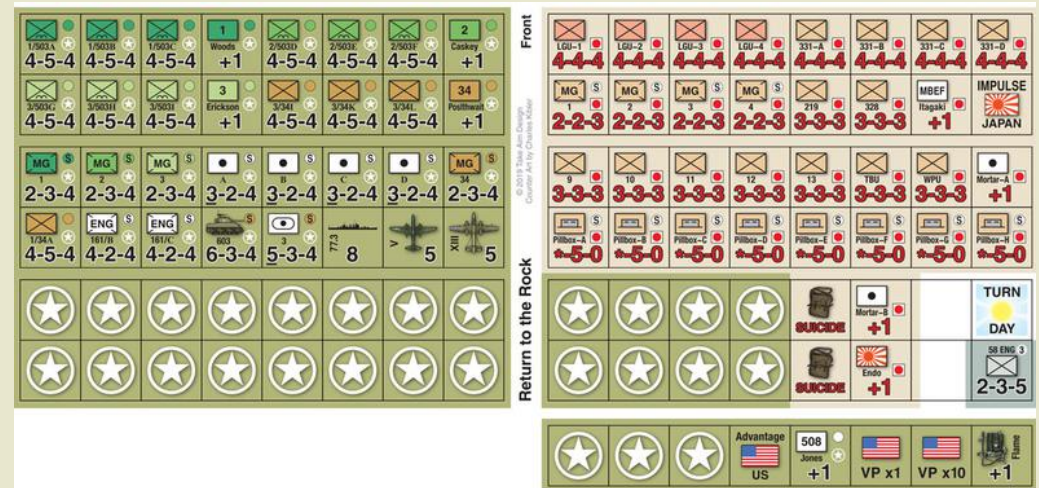
Components:

- One 17" by 22" map
- One half sheet of 96 5/8" die-cut counters
- One counter strip with 8 additional 5/8" die-cut counter
- Cover/Player aid
- 16 page rule booklet

- Ziplock Bag

Counter Art (Click for larger image)

$39

[Ziploc Edition]

[Buy Now]

Fury at Midway

Originally published in Japanese by Bonsai Game as "Midway: Turning the Tide in the Pacific". Changes in this Revolution Games version include making it a two map game, one for each player, which makes for an increased degree of hidden information regarding air strikes, damage, and combat air patrol. Four additional event cards were added to better cover the range of historical events of the battle. Anti-aircraft fire was reduced and rules for hitting the wrong carrier force were introduced. The map areas were expanded a hex row and the counter art was redone as well as many other small changes.

The game system is primarily one of air operations. When to strike and with what planes is the primary question of the game. This is balanced by how you defend your own fleet and the island of Midway for the Americans or the invasion fleet for the Japanese. The Japanese have to either take Midway or win the carrier battle to win the game and having two objectives really challenges the Japanese player to make a good plan while the American situation is simpler but his forces are not as well trained and errors in
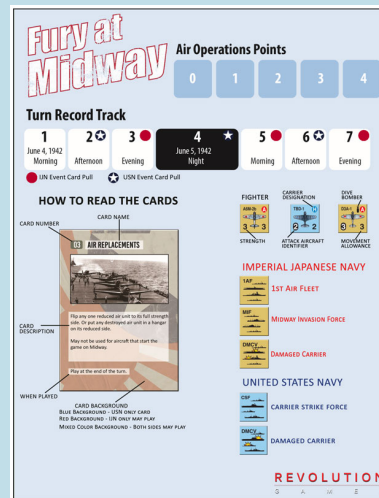
Designer: Yasushi Nakaguro
Developer: Roger Miller
Play time: 90 Minutes
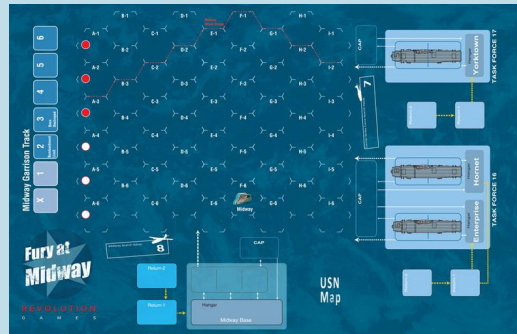
navigation, strike coordination, escort, etc can take a toll. Surface forces are not shown in the game except in their effects in AAA, bombardment, or the slight chance of an abstract night surface battle. This is a simple yet pretty accurate version of Midway that was a lot of fun during testing.

NEW Download Vassal Module here
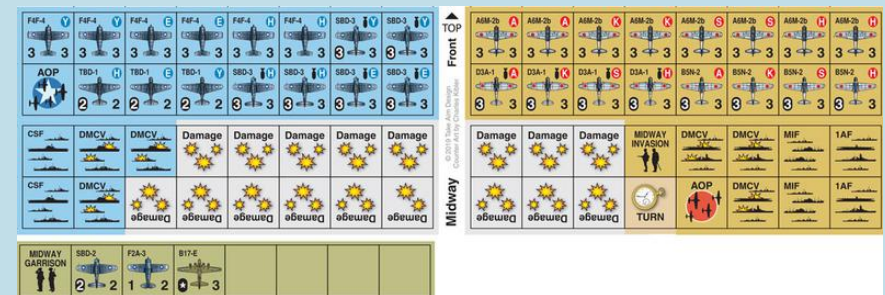Read a review here

Components
2 x 11 by 17 maps
72 x 5/8 inch die cut counters
12 x poker sized cards
12 page rule booklet
1 Cover/player aid
1 ziplock bag

$65

On March 23, 1862 and then again on July 24, 1864 the area around Kernstown, Virginia witnessed clashes between Union and Confederate forces. The Pritchard House and Pritchard's Hill were central to both battles as they abutted the Valley Turnpike.

At First Kernstown, Stonewall Jackson erred in taking scouting reports at face value and so he unknowingly attacked a superior Union force. With Union Commander James Shields laying wounded back in Winchester, Colonel Nathan Kimball ignored Shields' orders and managed, and mismanaged, the battle his way. Though Jackson's men ran out of ammunition and fled the field, Stonewall's only tactical loss became a strategic victory as Union Commanders overestimated the size of Jackson's force. The Union forces could have crushed Jackson, stopped his Valley Campaign before it really got started and perhaps allowed McClellan to end the war in 1862.

On July 24, 1864, Union Commander George Crook ignored his scouting reports and ordered his forces to attack what he thought was a small body of Confederate cavalry and skirmishers. Generals Jubal Early and especially General John Breckinridge led their forces well and routed Crook's men. Only the failure of the Confederate cavalry to cut the Union retreat routes prevented the annihilation of Crook's army. Better Union leadership and troop placement could have made this battle much harder for the Confederates to win.

Kernstown is a game simulating the fighting on March 23, 1862 and July 24, 1864 around Kernstown. The game is specifically designated to be a playable regimental-scale simulation of these two conflicts and some scenarios can be completed in a long evening. This is the fourth ACW game published by Revolution Games which features the "Blind Swords" chit-pull system. This mechanic emphasizes the three "FOW's" of military conflict: *fog-of-war*, *friction-of-war*, and *fortunes-of-war*. With each chit pull, players will be challenged to make tough decisions based on their assessment of the situation at that moment.

Game Review by Marco Arnaudo

Counter sheet 1

Counter sheet 2 - Click for larger image

Kernstown (Revolution Games) Review

▶

Components
- 22x34" map
- 2 x 5/8" counter-sheets (352 counters)
- Rulebooklet
- 5 charts/playeraids
- Box or ziploc bag
- 2 dice (Boxed version only)

Vassal Module by Stephen Oliver

Game Information
Complexity: 6 out of 10
Solitaire Suitability: 6 out of 10
Time Scale: 20 minute turns
Map Scale: 150 yards per hex
Unit Scale: regimental
Players: one to two, best with two
Playing Time: three to ten hours depending on scenario

$45

Errata

adding shifts to combat. Each turn is day and
game play time is 6 to 10 hours.

Designed by Stefan Ekstrom

Ziploc
Edition

Components

THE GERMAN INVASION, SEPTEMBER 1939

POLAND

1 - 22 x 34 inch map
1 - full counter sheet of half-inch counters
1 - rule booklet
1 - player aid
ziploc bag

Front Counter Sheet (click for larger image)
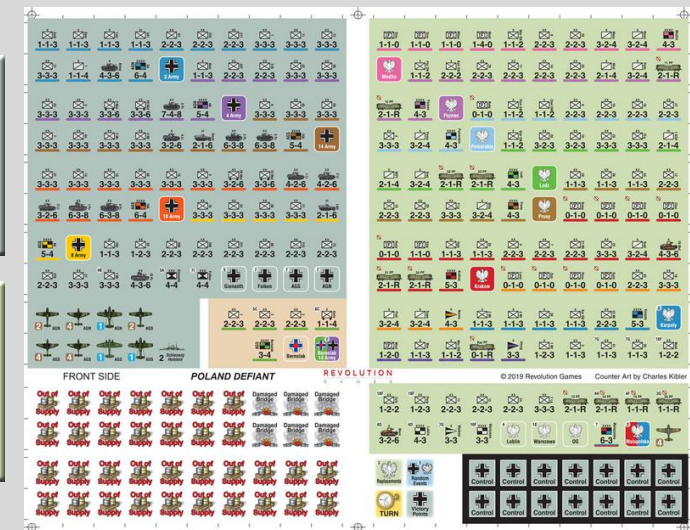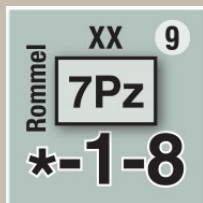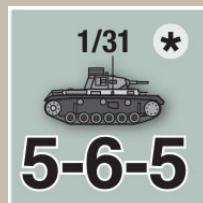
Poland Defiant (Revolutio...

[▶]

| 3 Army | 4-3-6 Kemp (X) | 4 AGN |
| Krakow | 4-3-6 10 Mot (X) | 4 |

Tabletop Simulator Module

Ziploc Edition

ACROSS THE Narva

Ziploc Edition

$45
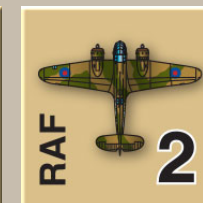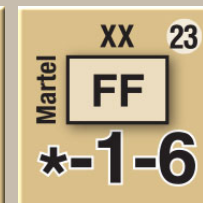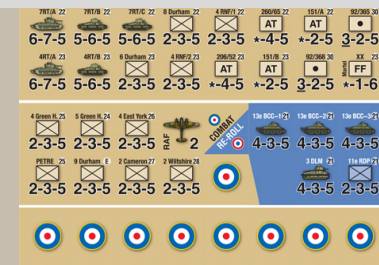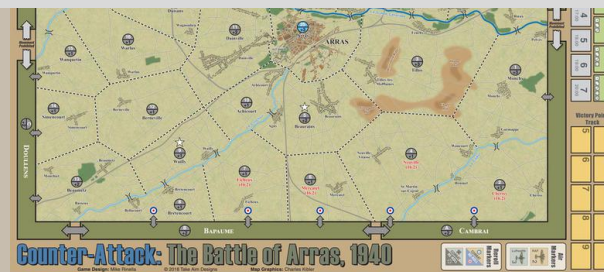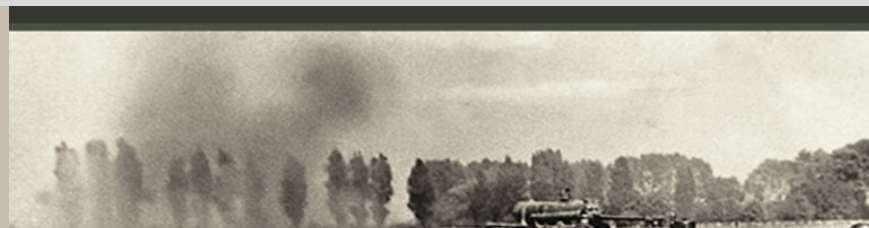
Order Now

Across The Narva is a previously produced game by Three Crowns Game Productions Army Group Narwa. Across the Narva uses a similar game system as Konigsberg.

German Setup Card *by Stephen Oliver*

Soviet Setup Card *by Stephen Oliver*

Updated Player aid

PDF Rules

Errata

Vassal Module

Map Art

Across The Narva simulates the continuation of the Leningrad–Novgorod Offensive of January 1944, the Soviet Estonian operation pushed the front westward to the Narva River, aiming to thrust deep into Estonia. Stalin's main strategic goal was a quick recovery of Estonia as a base for air and seaborne attacks against Finland and an invasion of East Prussia.

The German answer was a stout defense for the possession of the strategically important Narva Isthmus. Across The Narva is a board game depicting this event in time…..

The Soviet units established a number of bridgeheads on the opposite bank of the river in February. Subsequent attempts failed to expand their toehold. German counter attacks annihilated the bridgeheads to the north of Narva and reduced the bridgehead south of the town, stabilizing the front until July 1944.

Across The Narva covers the first three months of the Narva Bridgehead campaign where each turn represents one week. Across The Narva There are military as a chit telling you which armies to move.

Designed by Stefan Ekstrom

Game components:
- 22 x 34 inch- map
- 300 die-cut counters
- Game rules
- Ziploc Bag
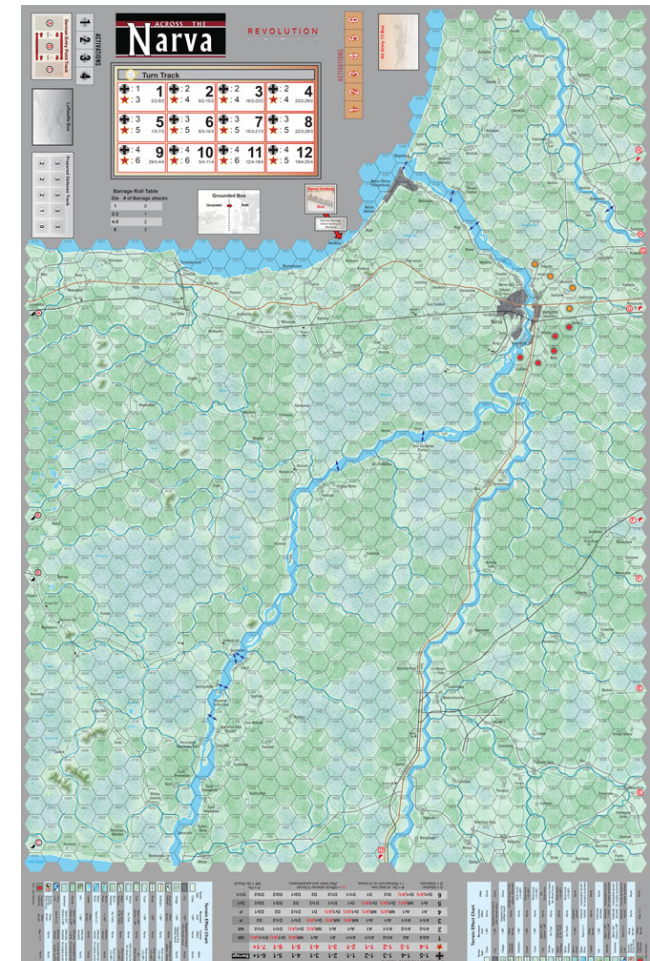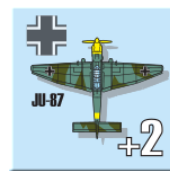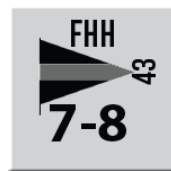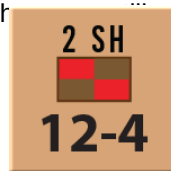
Ships April 1, 2021

The Whirlpool-The battle for the Wheatfield, Devils Den, Peach Orchard and Houck's Ridge. 4:20pm to 7:20pm

Assault on Emmitsburg Road-The battle for the Peach Orchard and Cemetery Ridge. 5:40pm to 8:20 pm

Hammerin' Sickles (Historical) – the entire attack by Longstreet beginning at about 4:00 pm, using the historical deployment locations.

Sickles Stays Put -What if scenario with Sickles troops in their more conservative original locations. 4:00pm to 8:20pm
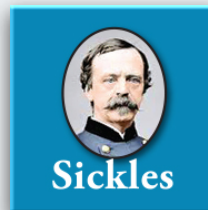
Map Art (click for larger image)

1 – Rulebook
5 – Player Charts
2 – Six-Sided Dice

Ships April 1, 2021

$50

Order Now

Ziploc Edition

Ziploc Edition
1 – 22" x 34" map
2 – 5/8" countersheets
1 – Rulebook
5 – Player Charts
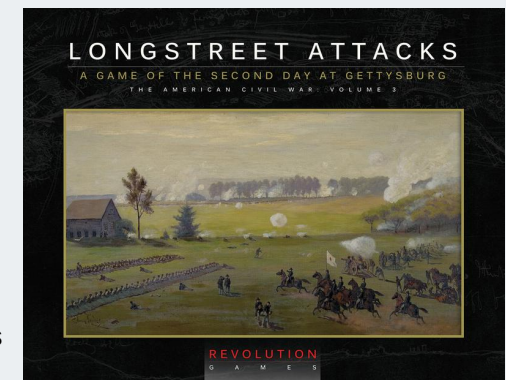
PDF Rule Booklet - Download
Vassal Module - Download
Errata and FAQ - Download

Counter Sheet 1   (click for larger image)   Counter Sheet 2
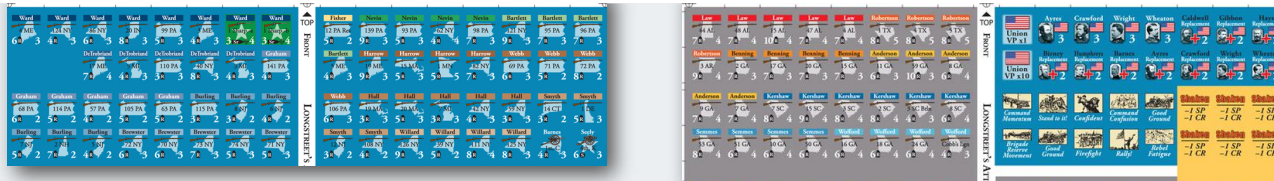
THE SOVIET ATTACK ON EAST PRUSSIA, 1945

Königsberg

Ziploc Edition

Covering the Soviet attack in East Prussia in 1945. The game handles the 20 first days of the attack starting on the 13th of January 1945. The 3rd Belorussian Front under command of Cherniakhovsky launches an attack into the northeast of East Prussia while the 2nd Belorussian Front, commanded by Rokossovsky, one day later starts an attack from the south east. However, Army Group Mitte, under the command of Reinhardt, puts up an astonishing defence desperately pushing the Soviets back.

The time is however on the Soviet side and when the defence finally crumbles there is nothing left to withstand the Soviet troops to ravage the country.

Königsberg is easy to learn yet a challenge even for the more experienced players. It is built around the same system of rules that have shaped both Plan West, and Army Group Narwa.

The game uses a chit pull system telling you which armies to move. Each turn is two days and the game has 10 turns.

Designed by Stefan Ekstrom

Components:
22 x 34 inch map
280 die-cut counters
Rules

Printable TEC and CRT

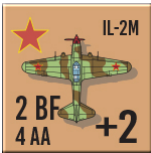Errata and clarifications download

Vassal Module 1.3 *by Stephen Oliver*

Visual Setup PDF

Spanish Language Rules

Counters (click for larger image)

Ziploc Bag

Soviet setup chart by Stephen Oliver

German setup chart by Stephen Oliver

Ziploc Edition

Review by Judd Vance

Judd REVIEWS 'Patton's Van...
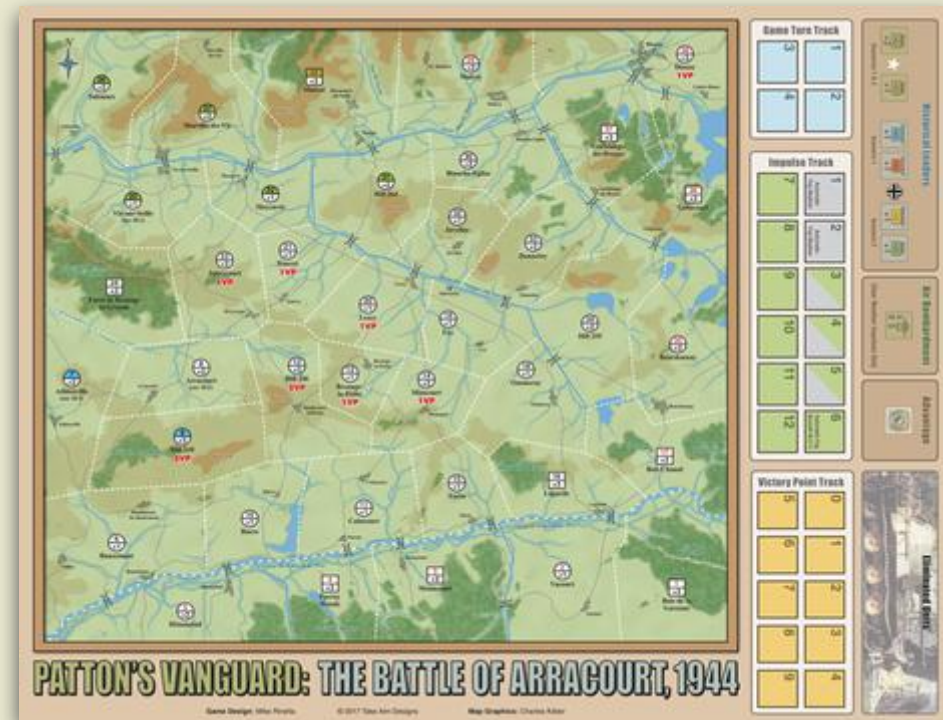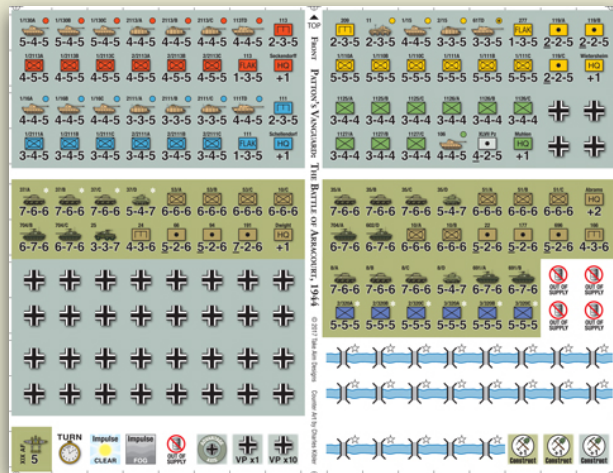
▶

NEW

16 Page Rule Booklet
Ziploc Bag

Counter art (click for larger image)

Map art (click for larger image)

PATTON'S VANGUARD: THE BATTLE OF ARRACOURT, 1944

RED TYPHOON

THE SOVIET WINTER COUNTER-OFFENSIVE, 1942

$39

RED TYPHOON is a redesign by Revolution Games of the fourth game of the popular PANZER KORPS series; originally published by Command Magazine Japan. Red Typhoon simulates the early 1942 Russian counter-offensive in front of Moscow that almost destroyed Army Group Center. Can you as the Soviet player complete the destruction or can you as the German player survive the Soviet onslaught.

RED TYPHOON is a two player game following an IGO-UGO turn sequence with activation points controlling the movement and attack of each of your formations. This means that some units will not move or attack, some will just move or just attack and some will both move and attack. The players choices of how to use his activations is the most important decision in the game. Combat is fairly traditional with the additions that units are retreated by the attacking player and that retreated units are disrupted. Players able to take advantage of these two factors will be successful.

The game starts with several large Soviet breakthroughs that the German player must skillfully plug and in certain situations counterattack. There are special rules for German panzers, Soviet Airborne and Partisans.
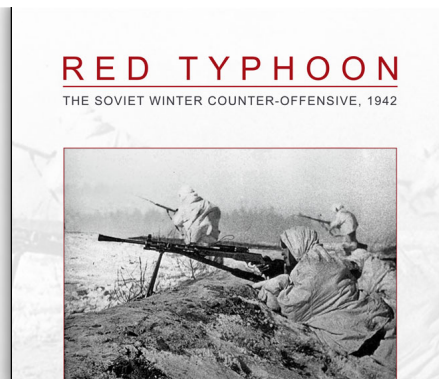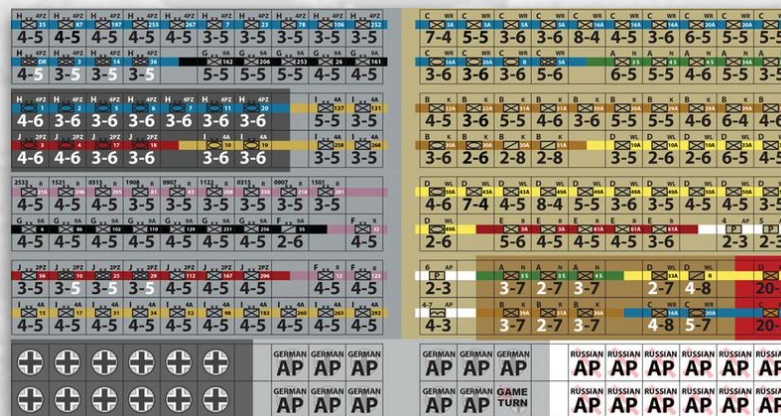
Play time is 4 to 7 hours

Designed by Shaguro Hirano

Near Final Map art by Joe Youst (click for larger image)

RED TYPHOON
THE SOVIET WINTER COUNTER-OFFENSIVE, 1942

Buy Now

Ziploc Edition

Components
1 – 22" x 34" map
200 – 1/2" Counters
1 – Rulebook
1 – Player Charts
1 – Ziploc Bag

PDF Rules Download

Revised Charts and Tables Errata

New Vassal Module

Final Counter art (click for larger image)

Download the VASSAL Module here

THUNDER

The Battle of Pea Ridge was a critical engagement fought on March 8th and 9th 1862 between the Confederate Army of the West under Major General Earl Van Dorn and the Federal Army of the Southwest under Brigadier General Samuel Curtis.

In the winter of 1861, the Confederate army in Missouri, then commanded by Major General Sterling Price, had been chased back into the Boston Mountains of Arkansas. The first drive on St. Louis had been repulsed and Van Dorn was summoned to take command of the force and launch a new offensive into the heart of Missouri. Van Dorn, an Indian-fighting cavalryman by trade, arrived at the Rebel camp and even though he was quite ill (due to a fall into a river) he immediately roused the troops. He proposed to launch an immediate attack, despite the freezing weather and fatigued state of his troops. Van Dorn force-marched the army north and managed to pull off a classic Napoleonic stratagem - the "maneuver sur la derrieres". He placed his army astride the line of communications of his enemy and by any normal military measure this should have been settled the issue for the two armies. But by doing so at such an ill-advised time and at such an inhuman pace the Rebel troops were little more than a frozen and exhausted armed mob when they finally reached their positions.

Brig. General Sam Curtis was not a man to be intimidated and he realized that he had a fighting chance, even in this seemingly impossible position. Perseverance and hard, smart fighting by men like Colonel Grenville Dodge and others turned what looked to be a potential disaster into a grand victory. The Battle of Pea Ridge secured for the Union all of Missouri and the northern part of Arkansas, resulting in approximately 85,000 square miles becoming Federal-controlled territory.

This is the second game in the Revolution Games series of American Civil War games. The first game, Stonewall's Sword simulates the battle of Cedar Mountain in 1862 and is available from Revolution Games.
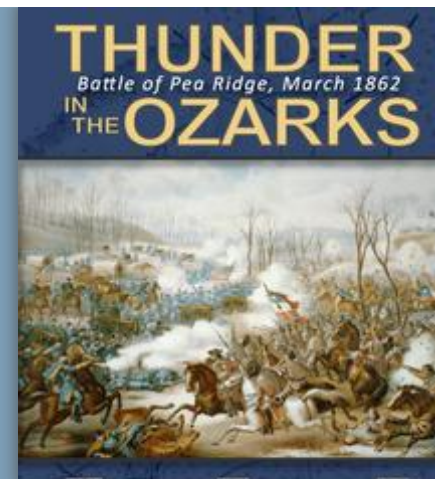
Designed by Hermann Lutmann

Nice game review on [BoardgameGeek](#)

$45

Buy Now

Ziploc Edition

2 - 22 x 17 inch maps
176 - 5/8 inch counters
24 Page Rule Booklet
5 - Player Charts
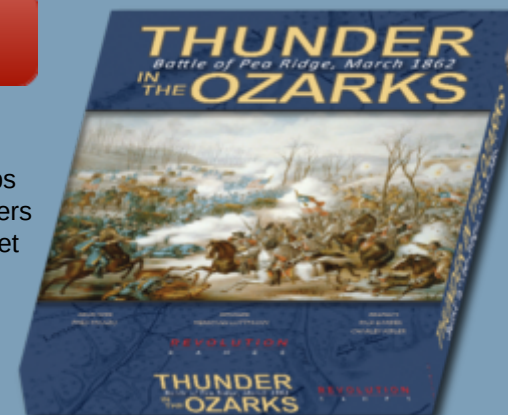Ziploc Bag
   Retail - $40

$50

Buy Now

Boxed Edition

2 - 22 x 17 inch maps
176 - 5/8 inch counters
24 Page Rule Booklet
5 - Player Charts
2 - 6 Sided Dice
Game Box
Retail - $50

PACIFIC FURY
GUADALCANAL, 1942

Originally published in Japanese by Bonsai Games, Revolution Games brings Pacific Fury to the English speaking world.

$27

Cover Art

Buy Now

Pacific Fury is a fast playing simulation covering the Solomons campaign in the South Pacific from August to November 1942. Pacific Fury is a game for two players: one controls the Japanese forces and the other controls the US forces (including RAN ships). The game starts on 7th August 1942, after the US Marines 1st Division landed on Guadalcanal and occupied the airfield there.

The game system features an abstract semi-hidden area movement system where both players must determine the timing and size of task forces during an operation. The American player starts with control of Guadalcanal, the Japanese must take it to win!

Play time is about 1 hour.   Designed by Yasushi Nakagura

Components:
   11 x 17" map
   53 die-cut counters
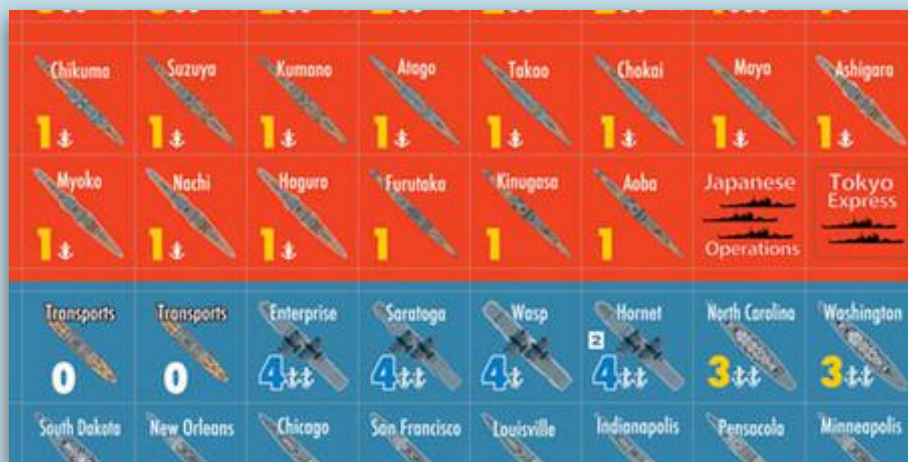   8 page rule booklet
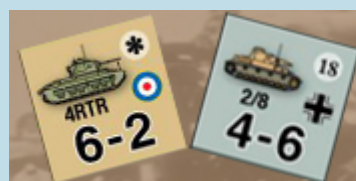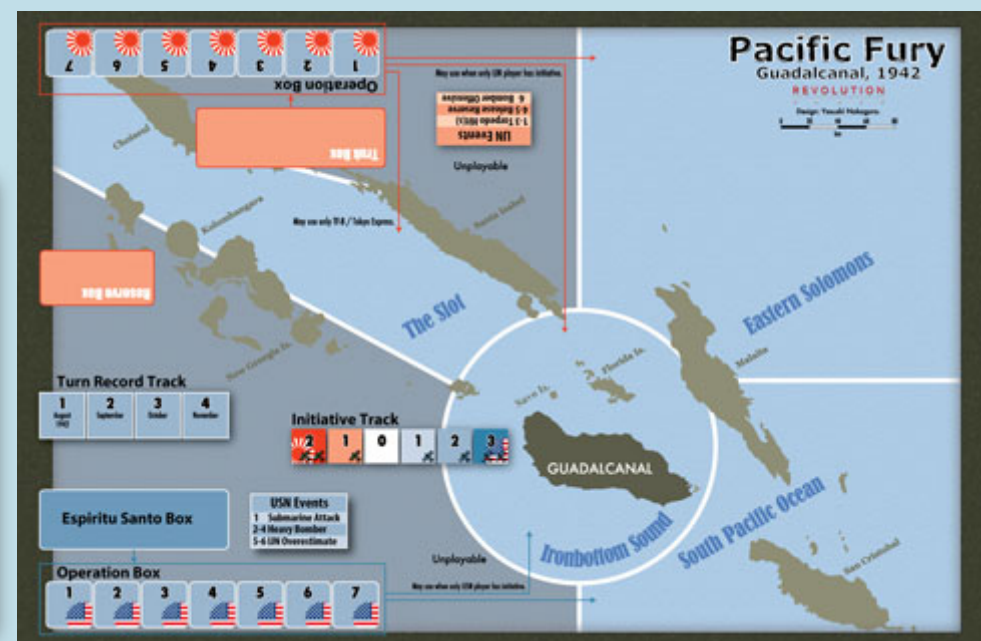   ziploc bag

BGG Review here
CSW Customer review here.
Download Vassal Module
PDF Rules

Final Counter art (click for larger image)
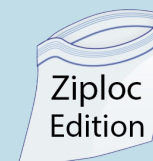

Final Map Art (click for larger image)

Libya, their mission is simple: destroy the Afrika Corp, and lift the siege of Tobruk! The Axis forces in the path of the Allied advance occupy well-prepared strongpoints, and lurking somewhere behind them are the German panzers - and Rommel, "The Desert Fox." The next three days of battle will decide the course of the war in the desert for months to come.

Utilizing a new streamlined version of the "area-impulse" system players will experience the uncertainty of the desert battlefield. Each turn will contain a variable number of impulses, and both players will be challenged to determine if it is better to attack first, or defend then counter-attack. Having committed one's infantry and armor to battle, artillery support may or may not be available. To win the Allied player must exploit his numerical edge in armor or artillery, plus airpower, to capture Axis positions and destroy German units. The Axis player must exploit his greater speed, operational flexibility and superior battlefield recovery, to recover lost ground and destroy Allied units. Fast, furious, and chess-like, this is a game for players who love concentrated action!

Designed by Mike Rinella

Play Time: 2-3 Hours
Solitaire Suitability: High

Components:
  22 x 17" full-color map
  88 5/8" die-cut counters
  12 page rule booklet
  ziploc bag

We have developed an advanced version of the game that introduces a modest increase in complexity while sacrificing none of the original's excitement! Download the advanced rules here.

Operation Battleaxe
WAVELL VS. ROMMEL, 1941
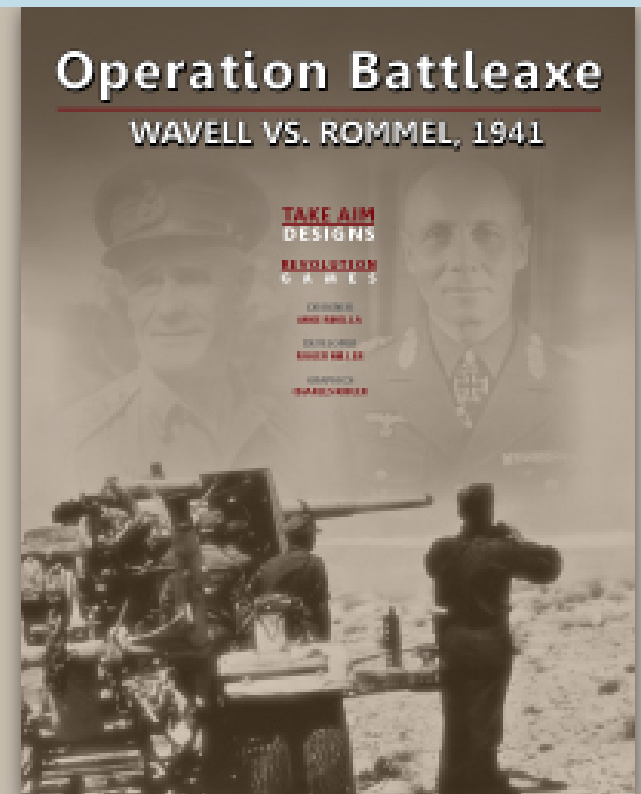
$39

Buy Now

On the stifling hot morning of August 9th, 1862, Maj. Gen. Thomas "Stonewall" Jackson's corps of Confederate veterans encountered a lone Union division under the shadow of Slaughter's Mountain (also known as Cedar Mountain). The isolated Union division belonged to Maj. Gen. Nathaniel Banks, Jackson's rival during the Valley Campaign and an opponent who the great Stonewall had consistently defeated. The Confederate troops were some of the best in the Rebel army, they outnumbered the
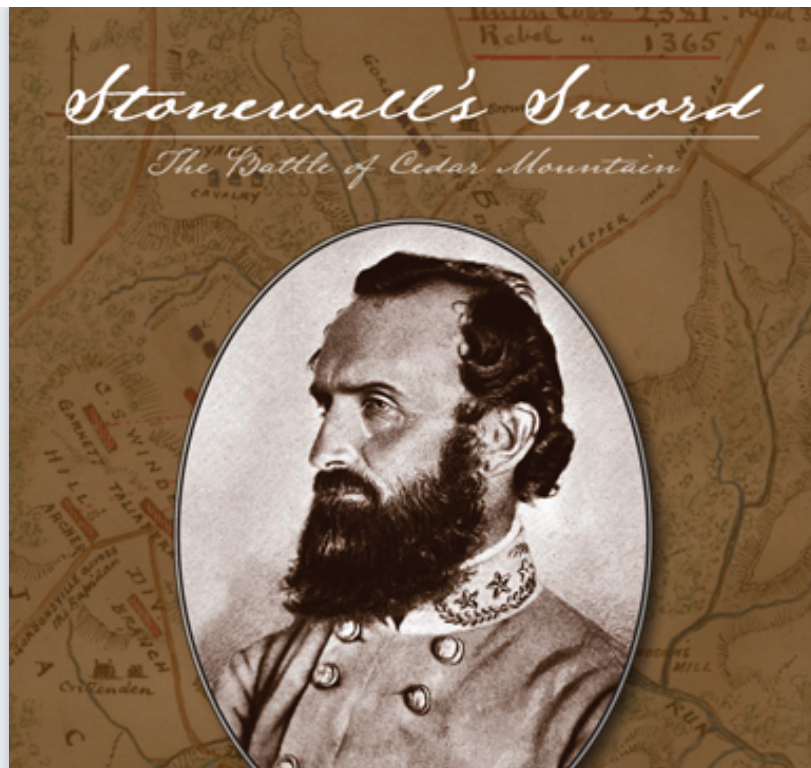
Union force and were under the command of one of the iconic generals of American history. What could possibly go wrong?
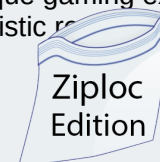
Stonewall's Sword: The Battle of Cedar Mountain is a medium-sized wargame (176 counters and a 17" x 22" map) that allows you to explore the reasons why things almost went horribly wrong for the Confederates that day. The map scale is 140 yards/hex and each unit counter represents an infantry regiment or artillery battery. The game system features the Blind Swords chit-pull mechanic, which thrusts players directly into the fog-of-war of an American Civil War battlefield. Players are never quite sure of when formations will activate – neither the enemy's units nor their own! Event chits, each tailored to the conditions that existed at the battle, provide players with opportunities to create out-of-sequence attacks, rallies and a myriad of other actions. Players are thus constantly challenged with each chit-pull to produce a plan of action that will best exploit the current circumstances on the field. This unpredictable player interaction creates not only an exciting gaming environment but also accurately simulates the confusion, intensity and unusual circumstances of the Cedar Mountain battlefield.

The game system also features a simple Brigade Orders mechanic that forces players to assign activated brigades one of four orders – Attack, Defend, Maneuver or Regroup. The assigned order sets the parameters for the activated units and dictates how they can move, what type of combat (if any) they can perform and if they can rally. This establishes the "tone" for the units in the upcoming turn and reflects the effects of command orders without the need for complex rules or order writing.

In addition, certain "what-if" options have been included, allowing the Union player to possibly get Ricketts' Division to arrive sooner than it did historically or the Confederate player to have Jackson snap out of his "stupor" earlier in the day. Both of these possibilities can be influenced by the players through the allocation of their Command Event chits.

Stonewall's Sword attempts to be a unique gaming experience – one that elicits a fun gaming experience in unison with a realistic representation of the Battle of Cedar Mountain. We hope you agree.

Designed by Hermann Lutmann

Components:
1 - 22"x17" full color map (3/4" Hexes)
176 - Die Cut 5/8" counters
24 page Rule Booklet
5 Player Charts
Ziploc Bag

Very nice customer review

[Vassal Module v1.5](#)

Living Rules (Updated 7/26/15)

[Errata](#) (7/26/15)

Spanish Language PDF [Rules](#)
Spanish Language [Charts](#)

LAST BATTLE: IE SHIMA, 1945 $30

LAST BATTLE: IE SHIMA, 1945 is a two-player game that

simulates Operation Indispensable, the American invasion of the Japanese island of Ie Shima (Iejima or 家 島), April 16 to 22, 1945. One player commands the attacking American forces and the other player commands the defending Japanese forces.

Designed by Mike Rinella

Ziploc Edition

Cover Art
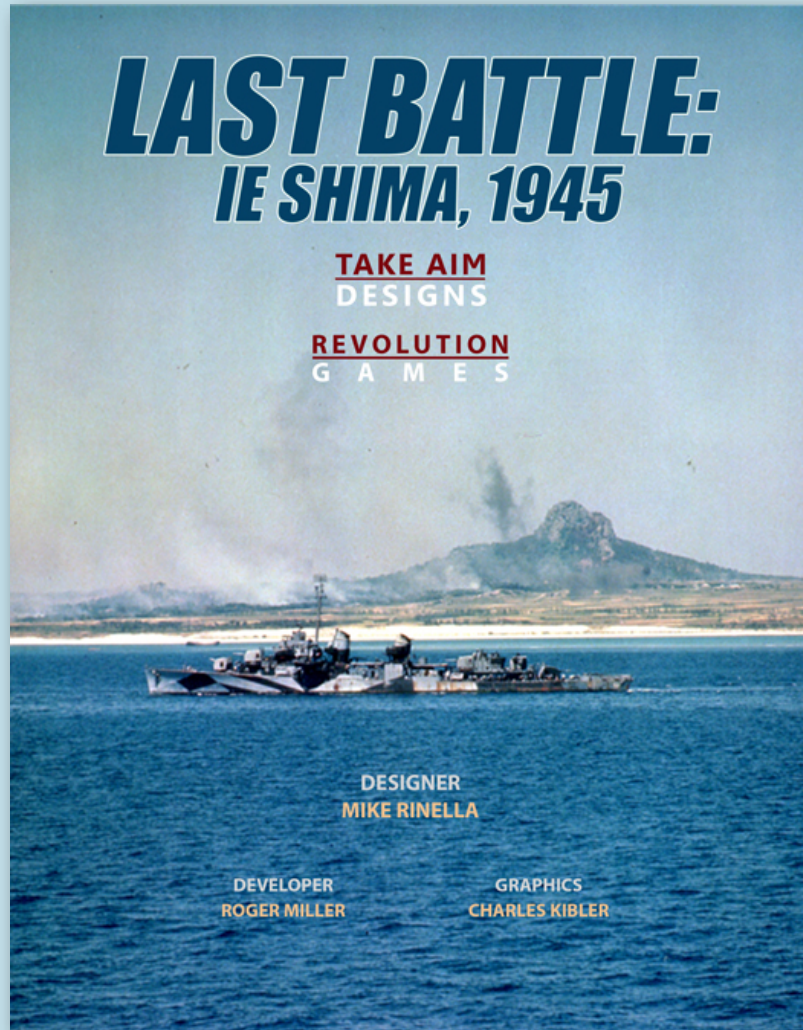
Game Map *(Click for larger image)*

Buy Now

Counters *(Click for larger image)*

[Vassal Module](#)

Download PDF Rules [here](#)

Components:
1 - 22"x17" full color map
88 - Die Cut 5/8" counters
12 page Rule Booklet
1 Player Chart
Ziploc Bag

Last Battle Ie Shima 1945 ...

REVIEW of 'Last Battle: Ie ...

THE SIEGE OF ORGUN

Ziploc Edition

$33

Buy Now

Pakistan border. A large group of Mujahideen (800 strong) assaults fortified positions, including an airfield and a 19th century fortress, protected by a regiment of the Afghan Army reinforced by Soviet forces.

Game Mechanics
Area-Impulse system: fast and well-known combat resolution and activations. Interactive play with limited downtime between players. This is a card-assisted system for the element of surprises, helping to fit in the historical events into the game (soviet counselor, night assaults, radio jamming...). Low counter density. Minimal usage of markers.

Designer: Patrick Ruestchmann

Cover Art
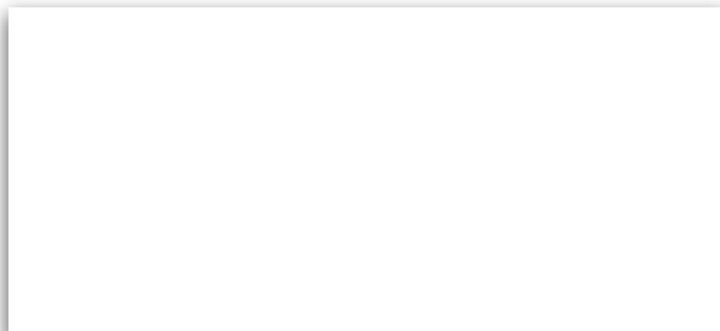
Components:
 1 - 22"x17" full color map
 88 - Die Cut 5/8" counters
 36 - Player Cards
 12 page Rule Booklet
 2 Player Charts
 Ziploc Bag

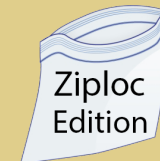**Bonus Scenario** download

Siege of Orgun AAR by Dana Mongoven

Vassal Module

The Siege of Orgun Review

Ziploc
Edition

Map Art

Designed by Roger Miller

Marco Reviews Gazala

Gazala the Cauldr...

▶

Extras

After Action Report New!
Game Review by Fred Manzo
Vassal Module (1.3)

$27

Buy Now

Checkout update on errata and common questions here.

A nice AAR after from one of our customers. Read Here

**6/24/15** - Check out Stuka Joe's playthrough part 1 of Battles of the Bulge: Celles

7/6/15 - Part 2 of Stuka Joe's playthrough of Battles of the Bulge: Celles

"Victory". The Allied forces are both trying to block the German advance and begin a counter-offensive to destroy the German Panzer Divisions.

Alternating random activation by formation provides players with uncertainty and excitement. Each turn, players receive a varying number of activations (not all formations may move and some may move more than once!) to represent fuel shortages, aggressive generalship, command uncertainty, and piecemeal reinforcements that provides players with a rich historical feel. After units move, strengths are reduced to simulate fatigue and lack of defensive preparation. This is a game for players who love to counter-attack!

Designed by Roger Miller

Time: 2 turns per day
Units: 1 to 3 battalions per unit
Turns: 8
Play Time: 3 Hours
Players: 1 or 2
Solitare Suitablity: High

Ziploc
Edition
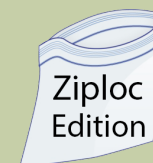
Celles After Action Report - read **here**

Celles Introduction Part 1

Marco's Review

Celles Part 1 - Introduct...

▶

Celles Review

▶

Celles Rules now in Spanish. Download here.
Celles Rules now in French. Download here.
Celles Rules now in English. Download here.

Extras
Vassal Module   Updated 3-9-14
ZunTzu Module Updated 3-9-14

Washington's Crossing

$45

Buy Now

Washington's Crossing is an operational simulation of the American winter campaign of December 25th, 1776 to January 6th, 1777 that resulted in the twin victories of Trenton and Princeton and turned the fortunes of the American Revolution. The situation is fluid and desperate for both sides, allowing for numerous strategies for both players. Victory is determined through both battle victories and occupation of key objectives to simulate the British effort to pacify and restore the loyalty of New Jersey.

Washington's Crossing is the first game in the Campaigns of the American Revolution series. Future linkable titles in the series will cover the New York campaign of 1776, the Philadelphia campaign of 1777, and the New Jersey campaign of 1778.

Game Components:

The game consists of the following components:

- 200 die-cut counters
- 2 Player Charts
- 1 Full Color British Leader Display
- 1 Full Color American Leader Display
- 1 Full Color Setup Chart
- 1 22 x 34" map of New Jersey and Pennsylvania
- 1 10 sided die
- 1 24 Page Rule Booklet
- Game Box

Game Designer : Roger Miller
Developer: Richard Handewith
Game Art: Mark Mahaffey

Errata and Game Updates

- [Princetown Scenario](#) (Can be played in under 3 hours)
- [Game Example - learn how to play](#)
- [Latest Errata and Percentage Loss Table](#)
- [Updated Charts](#)
- [Vassal Module](#)
- [ZunTzu Module](#)

[Boardgame Geek Page](#)
[Armchair General Review](#)
[Gaming Gang Review](#)
[PDF Rules](#)

Download [Here](#)!!!